Inside Guide

Welcome 2

Apprentice Level 1 3-9

Use of Scoreboard and Markers
Getting Started
Three Ways to Play 3

Ending
Winning
Game Duration
Scoring Features 1-10
How to Score Points
Tug Bug & Volk Poke 4

Volk Poke Folks
Hum Bug
Twice As Nice 5

Thrice As Nice
Litter Bug
Debugged or Revolked 6

Two Examples of
Mistaken Identity 7

Play it Safe 7-8

Role of the Big Wheel 7

Jitter Bug
Important Player Guidelines . . . 8

You Own It
Scoring Ties
Tie Games
Tug Bug Tour 9

Journeyman Level 2 . . . 10-11

Scoring Features 11-22
12 Additional Ways to Score for
Tug Bugs or Hum Bugs 10

Two Examples:
Adding Up the Points 11

Master Level 3 12-13

Scoring Using Tug Bug Lingo
Two Segments of the
Bug Sentence 12

Two Examples of
Lingo Scoring 13

Lingo Master Level 4 13

We Live in a Bug Infested World
Enjoy! 14

Thanks!
Contact Us! 15

TUG BUG™

The World Wide Traffic Game!

Terrific Urban Traffic Fun!

- For 2 or more players
- Ages 5 to adult
- 7th grade reading level
- See enclosed instructions for attaching VELCRO® brand strips

Welcome! You're about to embark on an urban adventure with Tug Bug – The World Wide Traffic Game! This User's Manual is your essential guide to begin learning all the fun-filled wordplay, rhymes, rules, and roles that make Tug Bug unique.

Once you've learned the rules, basic scoring will begin by simply identifying the 3 VW® models pictured on the cover. There are a total of 20 ways to gain points and 2 ways to lose points based on these models.

To help you ease into the fun, we've developed 4 levels of learning. This will help everyone move beyond the basics and gradually acquire the skills and language of the more advanced play. The levels are called Apprentice, Journeyman, Master, and Lingo Master.

You begin as an Apprentice. At this level you will learn the basic rules of play and 10 scoring features. Apprentices are in training to become Journeymen. They may call themselves Journeymen when they can accurately apply all the rules and scoring features of level 1. Journeyman, Master, and Lingo Master will be more fully explained in the pages to come.

Now, it's time for your first Bugology lesson...

Apprentice – LEVEL 1

Bugology

n. The study of playing Tug Bug

How To Use The License Plate Scoreboard And The Scorekeeping Tabs

The License Plate Scoreboard enclosed is designed for use by two competing teams or players, or one group of any size playing a non-competitive game.

Just hold on to it as you play or attach it to your dashboard with the *removable VELCRO® brand strips enclosed.

To start, select your favorite Scorekeeping Tab to keep track of points. Each Tab functions the same no matter which model is pictured. Press the Tab on to the VELCRO® brand strip, with the arrow on zero. As you play just match the arrows on the Tabs to the numbers to keep track of points.

Getting Started

To start a game, someone in your vehicle must ask the official opening question, *"Can I put a Bug in your ear?"*

When you've gathered the players, you must make two important decisions before any points may be counted.

1. Which of the following three ways your group will be playing.
2. When the game will end.

Three Ways To Play

1. Tug Fest!

Two or more players scoring points for themselves.

2. Tug Of War!

Two or more teams pulling for points.

3. Together!

The non-competitive version, for two or more players who enjoy gathering points *Together* as *one* team.

*See VELCRO® brand placement instructions enclosed.

Ending The Game

When you're playing a non-competitive game *Together*, you may stop gathering points whenever you like and everyone wins.

When competing, however, it's helpful for the group to agree in advance on a scoring cut-off point for each game. This will help to avoid disputes over who gets to include the last point and make it easy to declare a winner.

For example, you might say, "No points may be scored after we park at the mall," or, "We'll stop counting points at 5:00 p.m."

Declaring A Winner

To win the game you must be the first player or team to reach or exceed 20 points on the scoreboard. If no one has reached 20 points when you stop playing, the competitor or team with the highest number of points wins.

How Long Does It Take To Play?

In urban areas it's common to play one 20-point game in 20 minutes or less. For most games you need only find 10 playable models to reach 20 points.

Scoring Features 1-10

HOW TO SCORE POINTS!

Be alert! Scan the traffic and score on the 3 classic models described below. They can be either moving or parked, but you must sight them from within your vehicle when you claim points for them.

1. TUG BUG

A Tug Bug is a VW® Beetle®. It is worth 1 point. To score on the ever-popular *Car of the Century*, you must be the first to say, "Tug Bug!" and *gently* *Tug on another player's article of clothing.

2. VOLK POKE

A Volk Poke is a rounded, usually two-tone, VW® Transporter bus, truck, or camper. It is worth 2 points. To gain 2 points for a Volk Poke, you must be the first to say, "Volk Poke!" and *gently* *Poke another player with your index finger.

*If players are out of reach or do not wish to be touched, you may agree at any time to omit Tugging and Poking and just claim the vehicles verbally.

In 1980 the squarish *Vanagon*® replaced the Transporter. The two are often quite similar in appearance, so Apprentices may score on a *Vanagon*® until they can tell one from the other. Journeyman, Masters, and Lingo Masters however, are not allowed to gain points for a *Vanagon*®.

A real VW® Transporter will closely resemble the Volk Poke picture on the previous page – not all of them will be smiling however.

3. VOLK POKE FOLKS

When you score on a Volk Poke, be sure to count all the *Folks* that are in it, because each occupant is worth 1 additional point.

The air-cooled engine in a Tug Bug or a Volk Poke makes a noticeable *rattling* sound. When you've learned to recognize this sound, the *rattle* may tell you when one is near.

4. HUM BUG

A Hum Bug is the distinctive *New* VW® Beetle®. These are worth 3 points. To claim points for a Hum Bug, you must be the first to say, "Hum Bug!"

There's no *rattle* to tell you when a Hum Bug is near. The water-cooled engine in a Hum Bug just *Hums*.

It has not yet been determined what tune the Hum Bugs are humming, however, they do seem to be in harmony with each other.

5. TWICE AS NICE

The numbers on your Scoreboard are written in eight original VW® colors. When you score, check out the *color* of the number that your Scorekeeping Tab lands on. If this color matches, or is close to your scoring vehicle's color, it's Twice As Nice! This means that you get to *double* your points for that Bug® or Volk Poke.

Try this example on your Scoreboard. Place your Tab on the orange #3. Let's suppose that now you have just scored on a yellow Volk Poke Folks with two occupants. This gives you 4 points. Now move your Tab up to the yellow #7. This color match gives you a Twice As Nice and allows you to move up 4 points to the yellow #11. You now have a total of 8 points so far.

Bugs® and Volk Pokes are often multicolored. For a Twice As Nice you must choose the hue that covers the *majority* of the vehicle's surface. If the vehicle appears to be painted in two or more equally distributed colors, you may choose any *one* of them.

6. THRICE AS NICE

If, after doubling your points for a Twice As Nice, you happen to land on the same color again, you are allowed to triple your points for a *Thrice* As Nice!

Let's continue where we left off in the Twice As Nice example above.

You have landed on the same color again, which is the yellow #11, so now you can move your Tab up 4 more points for a *Thrice* As Nice. This brings you to the red #15, turning a 4 point score into 12 points!

A *Thrice* As Nice will only happen from five places on the Scoreboard. We've described one of them; can you find the others?

7. LITTER BUG

This occurs each time a player observes 5 or more playable vehicles at once – a *Litter!* They must be grouped together in traffic, or on the lot of a business, home, or show, etc. The first person to say, "Litter Bug!" will get a *maximum* of 5 points for their side, no matter how many vehicles over 5 are in the Litter, who's in them, or what they look like.

If someone says, "Litter Bug!" and then realizes that there are less than 5, the points are lost. At this point, only the *other* teams or opposing players are free to vie for the points in the usual way.

8. DEBUGGED or
9. REVOLKED

Without a doubt these 3 popular, often brightly colored models are the easiest ones to recognize on the road. In light of this, if any player mistakes other makes or models for our well-rounded classic trio, they will have 1 point Debugged or Revolked from their score.

Two examples of mistaken identity:

1. Let's say that a player actually calls a common van a Volk Poke and *gently* Pokes someone – 1 point would be Revolked from their score.

2. Perhaps a player seriously claims that an ordinary car is a Hum Bug or a Tug Bug and Tugs another person – 1 point would be Debugged.

However, as was stated earlier, Apprentices are allowed to mistake VW® *Vanagons*® for Volk Pokes until they can tell one from the other.

Before any points are subtracted The Big Wheel or another player must verify that this was indeed a case of mistaken identity.

Zero is the lowest score that a player or team can be reduced to.

Play It Safe!

THE ROLE OF THE BIG WHEEL

The drivers are the head coaches of the game. Each driver is referred to as *"The Big Wheel"*. Their job involves encouraging, making calls like a referee, and enthusiastically teaching the players about the game.

They may, at any time, appoint another coach (usually an adult) to help in leading the game.

Due to the fact that they literally hold the safety of the passengers in their hands, they have the authority at any time to approve or veto the starting of a game. They may also *Pull the plug on the Bug* to cancel a game in progress.

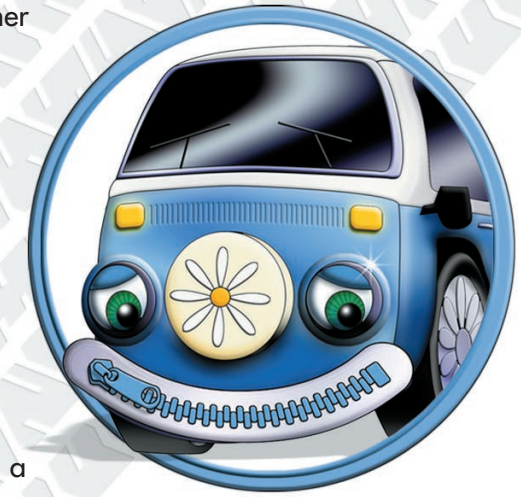
It is always wise to show them complete respect.

Since their main role is the safety of the passengers, it is best that they only have a sideline-coaching role in the game. This eliminates the need to be constantly rubbernecking for points while they're slipping through traffic.

It is not recommended that The Big Wheel gather points as a player or be the primary scorekeeper.

The Big Wheel is also not allowed to change course or speed to gain any kind of advantage.

10. JITTER BUG



Should The Big Wheel or other delegated coaches become bugged with a game that has become too noisy, or if they feel nervous due to a traffic situation, they may briefly halt the game at any time by calling out, "Jitter Bug!" When a coach says, "Jitter Bug!" all players and passengers alike should immediately zip their lips! Coaches are allowed to award points if everyone becomes quiet within a few seconds. For a *quick* response each player or team will be allowed to *double* the points for their next vehicle score. This is another way for the game to be Twice As Nice!

However, should a coach say, "Jitter Bug!" and all are not quickly quiet, a Twice As Nice will *not* be granted.

Coaches are allowed to lead one Jitter Bug *fire drill* per game to see how fast everyone can slip into silence. Keep in mind that the *drill* is most effective when players are in the midst of excited, vocal activity.

Points are awarded for the drill also.

After all, we don't want The Big Wheel to get the *Jitters*, do we?

- A Jitter Bug – Twice As Nice may not be used in combination with a color-match Twice or *Thrice* As Nice. You must use any color-match points first and wait until you do not have a color-match Twice As Nice to use your Jitter Bug points.
- Only one Jitter Bug – Twice As Nice may be used per each vehicle score.

Important Player Guidelines

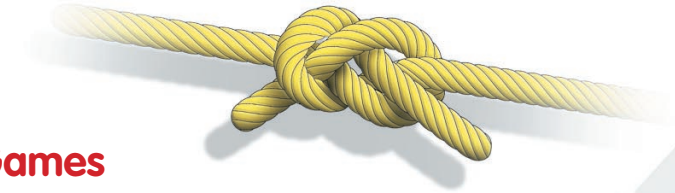
- Always keep your seatbelt fastened!
- Do not touch or bother others that don't want to participate.
- You may only Tug or Poke those that are easily within reach, and never The Big Wheel.
- Loud disagreements, arguments, or rough play will cancel any points obtained at that time. Keep in mind that this behavior may also cause The Big Wheel to *Pull the plug on the Bug!*

You Own It!

A particular vehicle may be scored on only once during each game. Then you or your team owns that vehicle for the rest of the game. Should any owner see that vehicle again later during the same game, that player may add points for features that were missed before.

Scoring Ties

Scoring ties occur quite frequently. For example, suppose two or more opponents say, "Hum Bug!" and each believes they were first. The Big Wheel or another coach will decide who was first or declare it a tie. In the event of a tie, no points will be awarded to any player or team for the vehicle(s) in question during the current game.



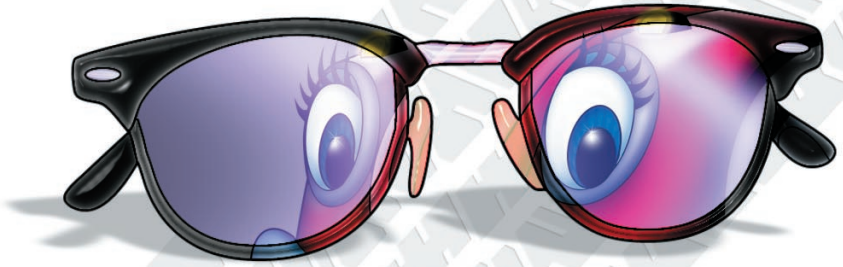
Tie Games

You may allow Tug Fest or Tug of War to end in a tie or have a sudden death playoff. In this type of playoff the next vehicle score takes the game.

Tug Bug Tour!

It's great to play Tug Bug when you're on your way somewhere, but it's even better when you gather players together and go out just to play several games.

Try competing against another vehicle full of *Bug-eyed* players. We're sure you will quickly find out some areas or neighborhoods are way more



Bug-Infested than others. Steer clear of those places that usually turn out to be what we refer to as...*Bugless Douglas*.

Journeyman – LEVEL 2

Journeymen desire to become Masters. They have passed their Apprenticeship and are engaged in learning 12 new scoring features for Tug Bugs or Hum Bugs. Journeymen are always willing to teach and encourage everyone that plays. Their ongoing goal is to enable Apprentices to reach this level.

Scoring Features 11-22

12 ADDITIONAL WAYS TO SCORE FOR TUG BUGS OR HUM BUGS

Once you've claimed the car, the items numbered below will also allow you to score points for *who's* in it, *what* it looks like, or *where* it's located! Each of the following wordplay or rhyming features is worth 1 additional point.

11. Lady Bug – A lady driver.

12. Fire Bug – Over 1/2 of the car is red in color.

13. Lightning Bug – Over 1/2 of the Bug® is yellow in color.

14. Tug Bug Hug or Hum Bug Hug – Any hardtop Bug® with two or more occupants.

15. Tug Buggy or Hum Buggy – Any convertible.

16. Tug Buggy Huggy or Hum Buggy Huggy – Convertibles with at least two or more people inside.

17. Bug Juice – A Bug® parked at the gas station or getting *juice* at the pump.

18. *Cute as a* Bug's Ear – Clean, with an exceptional or showy look.

19. Shutter Bug – A photo of a Bug®. May not be in or attached to any playing vehicle. No points will be awarded for an identical photo spotted during a game.

20. *Snug as a* Bug in a Rug – A mask or bra is attached to the front of the car.

21. Bugaboo – A Bugaboo is a Bug® that's having trouble functioning properly. For example, a Bugaboo may have a flat tire or a burned-out headlight.

In essence, it must be out of order or have parts that are missing. Since a Bugaboo is broken in some way, it cannot be scored on in combination with *Cute as a* Bug's Ear.

22. Ugly Bugly – A car that shows rust, torn fabric, body damage, dirt, or mismatched paint. Since an Ugly Bugly is ugly, it also cannot be scored on in combination with *Cute as a* Bug's Ear.

Two Examples: Adding Up The Points

1. Suppose you see a bright yellow Hum Bug hard top with four smiling passengers getting gas at the convenience store. It also has custom airbrush striping and a black mask.

This is how your score would add up:

1 point for being yellow – Lightning Bug

3 points for being a New Beetle® – Hum Bug

1 point for being a hardtop with two or more occupants – Bug Hug

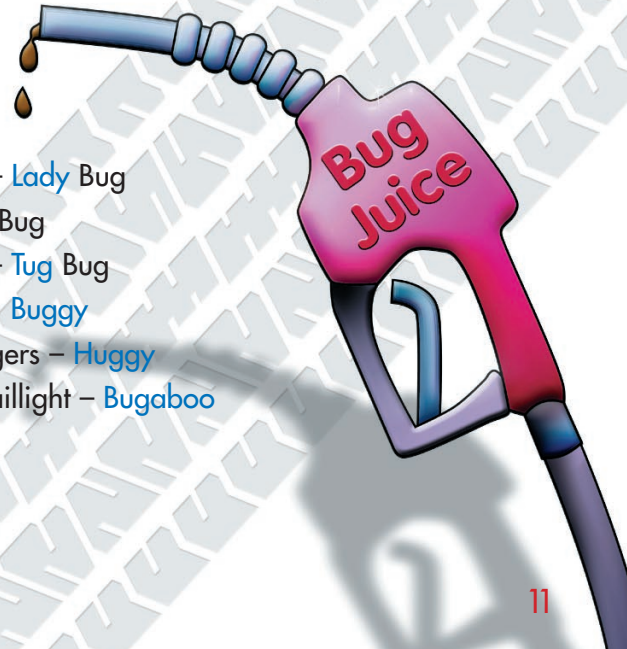
1 point for being at the gas station – Bug Juice

1 point for airbrush work – *Cute as a* Bug's Ear

1 point for wearing a mask – *Snug as a* Bug in a Rug

For a total of 8 points.

2. Suppose you saw a lady pulling off the road in a bright red, Tug Bug convertible with two kids, a golden retriever, and a burned-out taillight.



This is how it would add up:

1 point for a female driver – Lady Bug

1 point for being red – Fire Bug

1 point for being a Beetle® – Tug Bug

1 point for the soft top – Tug Buggy

1 point for carrying passengers – Huggy

1 point for the burned-out taillight – Bugaboo

For a total of 6 points.

Master – LEVEL 3

Masters seek to become Lingo Masters. They have completed their Journeyman training and are focused on learning Lingo. They always desire to teach and encourage everyone that plays. Their ongoing goal is to enable others to reach this level.

Scoring Using Tug Bug Lingo

To make the game even more fun you can learn to score using Tug Bug *Lingo*. To get started, turn to page 10 and review the section titled "12 Additional Ways to Score for Tug Bugs or Hum Bugs."

Tug Bug Lingo happens when you make a zany or tongue-twisting sentence out of the blue-colored words in this section.

Here's a Lingo example:

Suppose an ugly red Hum Bug zips by and you were the first to exclaim, "Fire-Hum-Bugly!" you would be claiming the vehicle using Tug Bug Lingo.

An Apprentice or Journeyman might score on the same ugly red Hum Bug by saying, "Look! There's a Hum Bug, Fire Bug, Ugly Bugly!" Saying it that way would still earn the points, but using Lingo is more challenging.

The 12 additional ways to score for Tug Bugs or Hum Bugs section mentioned above, lists each feature from 11–22 in the order of speech used in all the examples in this manual. However, *our* order is optional so be creative and make a different tongue-twisting or zany sentences out of the Lingo words each time. Or if you like, make up your own order of speech for Lingo.

Two Important Segments For The Bug® Sentence

1. Because all Lingo vehicles are Bugs®, the word or syllable Bug® or Bug's® should be included in each Lingo sentence.
2. The words Hum or Tug should also be in the Lingo wording because the other players need to know which car you have seen.

Two Examples of Lingo Scoring

1. Suppose you were the first to claim a lemon-yellow Hum Bug with three passengers, behind a glossy black mask and a scuffed front bumper.

This is how your score would add up:
1 point for being yellow – Lightning Bug
3 points for being a New Beetle® – Hum Bug
1 point for the passengers – Bug Hug
1 point for wearing a mask – *Snug as a* Bug in a Rug
1 point for the scuffed bumper – Ugly Bugly
For a total of 7 points

In Lingo this could be phrased as a Lightning-Hum Bug-Hug-Rug-Bugly.

2. Let's suppose that you saw a photo of a cherry-red Hum Bug on a billboard.

This is how it would add up:
1 point for being red – Fire Bug
3 points for being a New Beetle® – Hum Bug
1 point for being a photo – Shutter Bug
For a total of 5 points

In Tug Bug Lingo you could translate this as a Fire-Hum-Shutter-Bug.

Lingo Master – LEVEL 4

Lingo Masters are fluent in Tug Bug Lingo. They are able to expertly apply the rules and scoring features of all levels. They are eager to teach and always encourage everyone that plays. Their ongoing goal is to enable others to become Lingo Masters.

We Live In a Bug-Infested World!

Should you find yourself enjoying Tug Bug in some intensely Bug® infested city, the frequency of these models appearing may turn the game into sheer bedlam! You may *like* bedlam, but if you don't, you could decide before your next game to limit the scoring features, vehicles, or situations so that points are a little harder to get. For example, you may agree to limit your game to involve only moving vehicles, or only parked vehicles, or just decide to gather points for Lightning Bugs or Lady Bugs, etc.

We don't want to disappoint you, but the Bugs® that you'll be scoring on will probably *not* be flying.

Enjoy!

It's our hope, that the colorful features of this game, and the classic lines of these models, combine to create a truly *well-rounded* experience for everyone. So, fasten your seat belts and get ready for Terrific Urban Traffic Fun! May you enjoy miles and miles of smiles!

Have fun,
JJC

Thanks!

We appreciate everyone and everything that's been done to bring this project to completion. We're grateful for all the players, evaluators, encouragers, and experts. You are a blessing!

Creative Input:

Deborah C., Leon C., LeAnna B., Mark S., Joshua B., George H., Craig L., Scott B.

Evaluations:

Mrs. Millay Mie's 5th grade class at Libby, George H., Dr. Lane & family, Sam H., Sara L.

Edited by:

Jeffrey J. Crum, LeAnna Benn, Joshua Burns, Jennifer Mincks, Donna Hopkins, Lynn Harrison, Tammie Wiggins

Encouragement:

Deborah C., Leon C., Levi C., Lynette S., LeAnna B., Gary O., Barry N., Joel H., Lance C., Vicky F., Brenda & Ben P., Floyd & LaBerta C., Kelli C., Dot & Ray K., Nancy K., Gary & Judy K., Bo & Jennifer M., Bob B., Bassett & brush Design, Jerry K., Ruby H.

Product Testing:

Deborah, Leon, Levi, Bethany, Kyrstin, Stephanie, Frank, Taylore, Anthony, Treanne, Ashley, Z, Ex, JC, Fire, Steve's best man, Curtis, Mikayla, Genna, Brandy, Michelle, Kari, Mark, Michal, Diana, Jasha, Jonah, Sam, Hanna, Dr. Lane's family, Mrs. Millay-Mai's 5th grade class at Libby, including: Henry, Stacie, Lance, James, Leah

Illustration & Design:

Stephanie Schreiber

Written & Created by:

Jeffrey J. Crum, D.B.

Contact Us!

Tool on over to **tugbug.com** for updates, gifts, links, and more!

Orders: 1-877-7-U BUG ME (82-8463)

Write us: bugzilla@tugbug.com

Copyright © Jeffrey J. Crum
1992–2002 All Rights Reserved